



## JUNGLE RESCUE

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JUNGLE RESCUE is published by LEARNING WELL™. It was created by Methods & Solutions and developed by Methods & Solutions and Learning Well™.

Principle design, software design and programming by Methods & Solutions.

Educational design and documentation, research and cooperating design by Learning Well™





## SECTION 1

### Introduction

LEARNING WELL, a company with years of experience in developing educational materials, offers "PLAYFUL SOFTWARE FOR SERIOUS LEARNING."

Our programs involve learners in exciting and challenging fun while reinforcing a variety of basic concepts. Beautiful graphics and fun-filled themes are just some of the reasons why LEARNING WELL software is the exciting way to take education from the chalkboard to the keyboard.

## SECTION 2

### Objectives

#### Game Objective:

A raging fire threatens to destroy a colony of monkeys in the jungle. Forest Rangers try desperately to capture the monkeys so that they can rescue them. As players spell words correctly, they gain the opportunity to rescue monkeys. The player that captures and saves the most monkeys is the winner.

#### Educational Objective:

Jungle Rescue is designed to reinforce the correct spelling of a variety of elementary, intermediate and junior high level words.

Each lesson emphasizes a specific skill such as multiple spelling of sounds, word structure or letter patterns.

A parent or teacher can also input sets of words to create original lessons.

#### Gaming As a Format:

"PLAYFUL SOFTWARE FOR SERIOUS LEARNING" is our primary objective at LEARNING WELL. That is why we have chosen a game format for our exciting and interactive learning software.

Research suggests that academic games are "viable tools for promoting interaction between students of varying academic and social levels" (Salend, 1979). They provide enrichment for brighter students as well as motivation for the academically disenchanted (Rice, 1974).

Games offer motivation, provide fast feedback, encourage cooperation, challenge players to deal with elements of chance, and, above all, provide a structure for individualized learning of a variety of educational and life concepts.

We at LEARNING WELL believe that the game format, combined with specific educational objectives, is a great way to make learning fun.

## SECTION 3

### Getting Started

#### 1) Requirements:

- 1 Apple II®, Apple II Plus®, Apple IIe® or Apple Compatible Computer 48K of RAM
- 1 Apple Disk II™ Drive
- 1 Video Monitor (Color Desirable)
- 1 LEARNING WELL "Jungle Rescue" Diskette

#### 2) Loading The Program:

- A. Insert the game diskette into the disk drive. Close disk drive door.
- B. If you are using an Apple IIe®, the CAPS LOCK key must be in its down (on) position.
- C. Turn the power on.
- D. After a short delay of approximately 30 seconds, the title screen will appear. The computer will ask if you want directions. Type "Y" or "N." (Typing any letter other than "Y" is accepted as No).
- E. Type in name(s). Use the "ESC" key to type capital letters.

#### 3) Game can be played by 1 to 6 players.

## SECTION 4

### Directions

#### 1) Introduction

The top of the opening screen indicates whose turn it is and the number of animals rescued.

The opening screen may differ in the actual graphic scene, but the top section will always be the same. (See illustration below of upper screen.)

Liz's Turn	Animals: 0
An Animal in Distress	

Only information about the player whose turn it is appears on the screen.

There are two basic types of screens:

- A. Monkey in Distress - This will give the player a chance to spell a word correctly and save a monkey.

B. "Nothing Here" "Dead End" - This provides the game with the element of chance.

## 2) Answering Questions

Two question formats are available. The first requires the player to type the correct spelling. The second requires only the entering of "A" or "B." See illustration below.

A)

Type in the correct spelling	
baking	bakeing
Ex. Player would type "baking"	

B)

Which is the correct spelling?	
A) baking	B) bakeing
Ex. Player would type "A" or "B."	

The question format is determined by the teacher or parent. (See Teacher Utilities).

## 3) Capturing The Monkeys

When a player answers correctly, a congratulatory message appears in the upper screen and a helicopter appears on the screen. At this time the player captures the monkey with the aid of the helicopter.

There are two modes of capture.

The mode is selected by the teacher or parent. (See Teacher Utilities).

- Functional Mode** - In this mode, the capturing of the monkey is dependent upon player interaction. The player must press the space bar when the monkey moves directly under the helicopter. This causes the rope to drop. If the rope is dropped at any other time, the monkey will get away.
- Automatic Mode** - In this mode, the capture is automatic. Pressing the space bar at any time will cause the rope to drop and rescue the monkey.

## 4) Winning

The game ends when either of these two situations occurs:

- The designated number of rounds (1-20) is completed.
- A player accumulates the desired number of monkeys (1-20) needed to win a game.

\*The number of rounds to win and the mode of capturing is determined by the teacher or parent. (See Teacher Utilities).

## 5) Scoring

The score screen appears as follows:

Game Summary			
Name			Monkeys Captured
Bob			8
Ed			7
Performance Summary			
	%	Words	Correct
Bob	80	10	8
Words Missed: baking, telling			
Ed	70	10	7
Words Missed: getting, giving, having			
Do You Want To Play Again? Y			

- Scores reflect a cumulative record. If you wish to begin at zero, all scores must be set to zero in the Teacher Utilities. If no roster has been entered, scores will be kept separately for each game. When the computer is turned off, these scores will be erased.

- Words Missed - This space holds approximately ten words. "Word file is full" at the end of the list indicates the space is full.

When using a roster:

- Set all scores to zero or,
- Delete the student's name and insert it back using the same roster number.

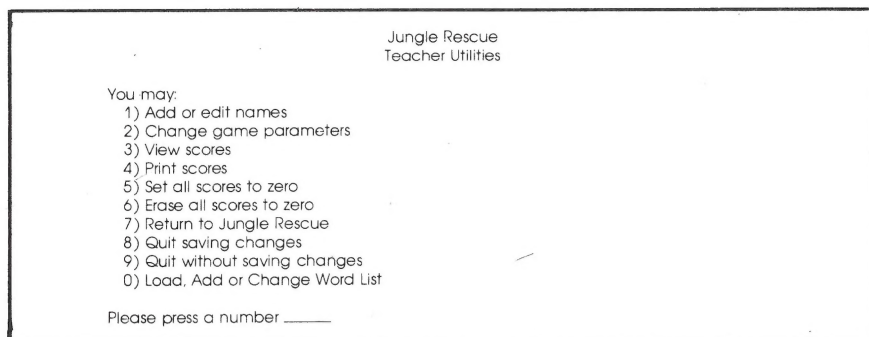
If the game is being used **without** a roster, scores will be erased automatically when the computer is turned off.

## SECTION 5

### Teacher Utilities

Jungle Rescue can be played without using any Teacher Utilities except "Load, Add or Change Word Lists" (0). It is necessary to load new lists so that spelling words are changed.





Access to the Teacher Utilities portion is possible only at the beginning of the program when "Do you want instructions?" appears on your screen. When the red light on the disk drive goes off and a line flashes under the "?", press the "Control" key and the "T" key at the same time.

Next the computer will ask for the password. Type in "alpha." You will not see the password appear on the screen as you type it.

### 1) Add or Edit Names

This section allows you to create a roster. Once a roster is created, only players whose names appear on the roster can play the game. If you do not create a roster, the computer will accept any person's name for play, although it will not save cumulative scores. Once you create a roster, **only** players whose names appear can play.

If you use the roster, it is suggested that you enter 2 "dummy" names as the last two entries. That way there will always be an entry which an unexpected player could use to play the game, i.e. "Ranger" or "Fireman." The "Add or Edit Names" screen appears as follows:

1)	21)
2)	22)
3)	23)
4)	24)
5)	25)
6)	26)
7)	27)
8)	28)
9)	29)
10)	30)
11)	31)
12)	32)
13)	33)
14)	34)
15)	35)
16)	36)
17)	37)
18)	38)
19)	39)
20)	40)

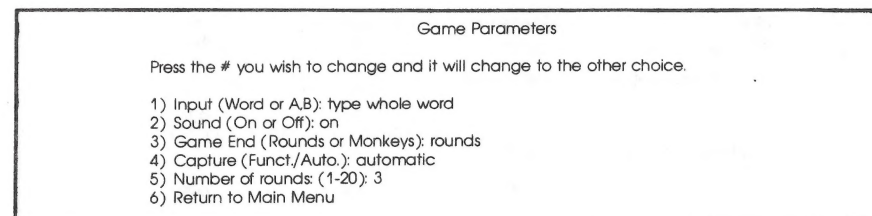
You may: 1) Add, 2) Insert, 3) Delete  
a name or 4) Return to Menu

The computer will prompt you as to the procedure for each activity, once you have pressed the number of the activity you desire.

- 1) Add -The computer asks you to enter a name.  
-15 letter maximum.  
-Press (ESC) for capital letters.
- 2) Insert -The computer asks you to enter the number where you wish to insert the name. Then the "add" procedure is initiated.  
\*NOTE: Only insert names when you intend to set all scores to zero. Inserting names without setting all scores to zero will result in a mismatch of names and scores.
- 3) Delete -The computer simply asks for the number of the name you wish to delete.  
\*NOTE: To avoid a mismatch of names and scores, only delete names when you intend to set all scores to zero, or will be inserting the student's name into that same roster number.

### 2) Change Game Parameters

The parameter screen appears as follows:



Parameters are pre-set. To make alternative selections, type in the number of the parameter to be changed. For example: typing "2" with screen shown above would automatically change "on" to "off."

In the case of Parameter #5 (Number of rounds), type "5." See below for further directions or follow screen directions.

#### Explanation of Parameters

- 1) Input - "Type whole word" means the player is required to type the correct spelling of a word.  
- "Pick A or B" means the player types the letter preceding the correctly spelled choice.
- 2) Sound - The sounds that occur during the game play can be turned on or off. To eliminate sound press the "control" key. While holding it, press the "0" key.

- 3) Game end - "Rounds" means the game ends when a specific number of rounds have been completed.  
- "Monkeys" means the game ends as soon as the first player accumulates the desired number of monkeys.
- 4) Capture - "Functional" means that the capturing of a monkey depends directly on player interaction. Players can answer questions correctly and not capture a monkey.  
- "Automatic" means that the monkey will be captured no matter when the player drops the rope.
- 5) Number of rounds - (Reads "Number of Monkeys" in the event Monkeys is chosen as the game end).  
- A number between 1 and 20 is indicated by typing the desired number in response to "How many to end the game?" Then "Return" is pressed.

## 2) View Scores

The score screen appears as follows:

Name	Questions	Correct	%
Scott	30	26	86%
Words Missed: brown, white, green, orange			
Bob	20	16	80%
Words Missed: baking, telling, four, fifty			
Ed	30	20	66%
Words Missed: brown, white, orange, tan, getting, giving, having, queen, little, says			

This section allows you to view the scores of all those whose names appear on the roster. The scores will be cumulative.

- Words Missed - This space holds approximately ten words. "Word-file-is-full" at the end of the list indicates the space is full.
- When using a roster:
- Set all scores to zero or,
  - Delete the student's name and insert it back using the same roster number.
- If the game is being used **without** a roster, scores will be erased automatically when the computer is turned off.

## 4) Print Scores

- Offers the option of printing the scores of all players on roster.
- User must have a printer attached to the computer in order to utilize this option. The printer interface board must be in slot 1.

## 5) Set All Scores to Zero

- Offers the option of wiping out the present set of scores for all players.
- Scores are listed in a cumulative fashion.
- A teacher or parent may wish to keep separate the scores of players each time the parameters are changed. To do this, simply record the scores of players after each game or before game parameters are changed. Then set all scores to zero.

**EXAMPLE:** A parent has set the game to play with the words in Unit 10. The parent notes the players' performances as 8/10 - 80% 7/10 - 70%.

The parent then sets the scores to zero because the next game will be played with Unit 11.

The parent notes the players' performances as 6/10 - 60% 3/10 - 30%.

Without having set the scores to zero, the parent would have noted the players' cumulative performance as 14/20 - 70% 10/20 - 50%.

Certainly these scores might indicate a weakness, but the weakness can be more easily pinpointed as to types of problems when the scores are set to zero after each parameter change.

\*\*\* When using a roster, an easy way to set one player's score to zero is to delete that player's name and then insert the name back in the same roster number.

## 6) Erase All Names and Scores

- This option allows a parent or teacher to erase the roster and scores entirely.

## 7) Return To Jungle Rescue

- By pressing 7, the teacher or parent can return to the game.
- Any changes made to this point will be saved.

## 8) Quit Saving Changes

- In order for changes in the parameters or roster to be saved, the teacher or parent must leave the TEACHER UTILITIES by pressing "QUIT SAVING CHANGES" or "RETURN TO JUNGLE RESCUE."

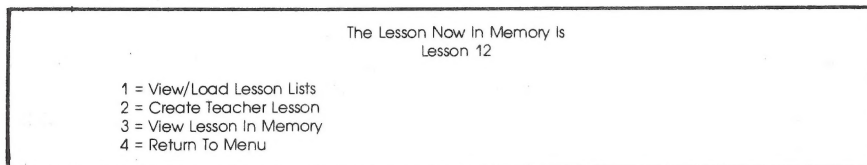
## 9) Quit Without Saving Changes

- There may be a situation where the teacher or parent decides that he does not wish to make the changes which he has selected. This option, therefore allows that person to exit the program without the changes having been committed to memory. When this is pressed, the computer will ask for verification. It is a last chance to decide about making changes.



## 10) Load, Add or Change a Word List

The screen appears as follows:



- This section will enable a teacher or parent to load a pre-existing spelling lesson into memory for use in the next game.
- It will also allow a teacher or parent to create up to four original spelling lessons.

### Explanation of Choices

#### 1) VIEW/LOAD Lesson Lists

- This option will offer a list of the lessons. Each lesson is listed by a file name i.e. "PATTERNS WITH EE-00."
- A teacher or parent may choose to load a new lesson into memory simply by:
  - A) Replying "Y" to "WANT TO LOAD A LESSON?"
  - B) Typing in the desired lesson number in response to "WHICH LESSON NUMBER?" and pressing RETURN.
- This will bring you to the Load, Add or Change a Word List Menu. The number typed is the lesson that students will play.

#### 2) CREATE TEACHER LESSON

##### EDIT TEACHER LESSON

- This option will allow a teacher or parent to create a new spelling lesson.
- After original lessons have been entered, it will also allow for editing of these lessons, see: EDIT TEACHER LESSON.

##### A) TO CREATE A LESSON:

- 1) Type the correct spelling of a word.
  - 2) Press Return.
  - 3) Type the incorrect spelling of a word.
  - 4) Press Return.
- (Complete this sequence to enter 20 spelling words.)  
Twenty words must be entered even if words are repeated. If you wish to discontinue, pressing the "Control" key and the "Q" key at the same time will bring you back to the Load, Add or Change a Word Menu.

#### 5) Respond "Y" or "N" to "DO YOU NEED TO MAKE ANY CHANGES?"

- 1) "Y" - ENTER THE NUMBER OF THE WORD YOU WISH TO EDIT.
- 2) "N" - CONTINUE WITH 6.

#### 6) Respond "Y" or "N" to "DO YOU WANT TO SAVE THE LESSON?"

- 1) "Y" - continue with 7.
- 2) "N" - deletes your entries and returns you to the menu.

#### 7) Enter file name - Create a name for the spelling list. The name can be descriptive of the type of words or any name deemed appropriate by the teacher or parent. (22 letter maximum.) Press return after file name is entered.

#### 8) Designate which lesson number you wish assigned to the lesson. Type a number between 13 and 16 and Press Return.

- At this point the lesson is entered and loaded to play. You can only create one lesson at a time. Follow directions under EDIT A TEACHER LESSON to create additional spelling lessons.

#### B) TO EDIT A TEACHER LESSON:

If the last game played, loaded or created was an original lesson (lessons 13, 14, 15, or 16), #2 on the "Load, Add or Change a Word List" menu will appear as EDIT TEACHER LESSON. This provides an opportunity to make further changes in original lessons.

To return to CREATE A LESSON:

- 1) Go to LOAD, ADD OR CHANGE Menu
- 2) Load any lesson from number 1 to 12 only
- 3) Return to "Load, Add or Change" Menu
- 4) Option #2 will now appear as Create a Lesson. You may now create a Lesson.

#### 3) VIEW LESSON IN MEMORY

- This selection simply lists the correct and incorrect spellings of all the words presently loaded into memory.

#### 4) RETURN TO MENU

- This option allows the teacher or parent to return to the Teacher Utilities.

## SECTION 6

### Word Lists

This is a drill and practice program. It is designed to offer teachers and parents an alternative to workbook drill and practice exercises in spelling.

Jungle Rescue can be used in conjunction with any spelling program. It can be assigned on a small group basis much as any other small group supplemental reinforcement activity.

The following is a list of the words offered for spelling practice in Jungle Rescue.

### Red Level Words for Grades 1-4

Lesson 1 SHORT VOWEL WORDS	Lesson 2 LONG VOWEL WORDS	Lesson 3 NUMBER AND COLOR WORDS
<b>CORRECT</b> can has apple ant get leg pen web hot mop top did him his rub run under jump dust cup	<b>CORRECT</b> came cake day take eat be we he ice nice hide fine side home hope old bone hold hole goat	<b>CORRECT</b> one two three four five six seven eight nine ten zero oranges red blue black green white yellow brown tan

Lesson 4 BEGINNING LETTER TEAMS - wh, th, st	Lesson 5 PATTERNS WITH - ee, oo	Lesson 6 ADDING - ing
<b>CORRECT</b> when where who why what while thin then there this them the that these stamp stop start step stick stem	<b>CORRECT</b> see seem feel meet keep tree need feet seed free been deer soon moon room cook cool door foot noon	<b>CORRECT</b> making taking naming hoping riding keeping coming sleeping stopping shopping slipping skipping wishing fishing willing telling baking getting giving having

### Lesson 7 THE SOUND OF - /k/ /ks/

**CORRECT**  
care  
color  
camp  
kept  
kind  
truck  
trick  
block  
king  
luck  
fixed  
ox  
ax  
fox  
box  
ducks  
likes  
sticks  
socks  
makes

### Lesson 8 PATTERNS WITH - ea

**CORRECT**  
eat  
seat  
repeat  
team  
weak  
ready  
really  
dear  
each  
early  
ears  
earth  
easy  
head  
health  
great  
wear  
please  
pear  
learn

### Lesson 9 THE SOUND OF - i

**CORRECT**  
eye  
dry  
crying  
die  
pie  
trying  
delight  
slight  
tight  
arrive  
tide  
surprise  
island  
invited  
fright  
mighty  
light  
sigh  
night  
midnight

### Lesson 10 THE SOUND OF - j

**CORRECT**  
jacket  
just  
July  
page  
stage  
enjoy  
joke  
cottage  
large  
charge  
strange  
stranger  
gentle  
change  
damage  
wages  
voyage  
village  
cabbage  
enjoyed

### Lesson 11 PATTERNS WITH - ou

**CORRECT**  
ours  
mouth  
south  
without  
mountain  
loud  
house  
found  
about  
mouse  
pound  
ground  
would  
could  
should  
noun  
count  
thousand  
bought  
thought

### Lesson 12 PATTERNS WITH - ai

**CORRECT**  
paint  
raise  
vain  
plain  
faint  
obtain  
gain  
main  
afraid  
fail  
pail  
sailor  
railroad  
hair  
fairly  
paid  
daily  
tailor  
chair  
wait

### Blue Level Words for Grades 5-8

#### Lesson 1 THE SOUND OF - /m/

**CORRECT**  
handsome  
lamp  
woman

#### Lesson 2 THE SOUND OF - /z/

**CORRECT**  
lose  
does  
measles

#### Lesson 3 THE SOUND OF SH - CH

**CORRECT**  
sharp  
splash  
punish



hammer  
command  
calm  
alarm  
palm  
autumn  
limb  
bomb  
problem  
pumpkin  
committee  
salmon  
grammar  
column  
comb  
dumb  
crumb

#### Lesson 4 COMPOUND WORDS

**CORRECT**  
headache  
gentlemen  
wholesome  
anybody  
everywhere  
however  
otherwise  
sidewalk  
snowball  
sunshine  
typewriter  
understand  
anywhere  
flashlight  
outline  
itself  
oatmeal  
ourselves  
pocketbook  
bookkeeper

#### Lesson 7 THE SOUNDS OF - ei

**CORRECT**  
height  
ceiling  
seize  
receive  
freight  
foreign  
eighth  
either  
veil  
vein  
neither

suppose  
cozy  
citizen  
husband  
frozen  
squeeze  
breeze  
used  
president  
whose  
surprise  
raisins  
studies  
excuse  
exercise  
knows  
pleasant

#### Lesson 5 THE SOUNDS OF - ie

**CORRECT**  
chief  
piece  
field  
friend  
quiet  
believe  
grieve  
niece  
grief  
mischief  
sufficient  
hygiene  
patience  
brief  
fierce  
view  
diesel  
yield  
thief  
shield

#### Lesson 8 PREFIXES RE - DE

**CORRECT**  
record  
repair  
recite  
reserve  
repeat  
reconsider  
repel  
reexamine  
resemble  
require  
devote

ocean  
change  
sandwich  
research  
picture  
adventure  
question  
chest  
matches  
pasture  
fortunate  
addition  
national  
direction  
invitation  
ovation  
attention

#### Lesson 6 THE SOUNDS OF - ai

**CORRECT**  
aid  
hail  
again  
aisle  
bait  
raising  
aim  
fairly  
gain  
detain  
waist  
bargain  
complain  
retain  
straight  
acquaint  
despair  
detail  
maintain  
portrait

#### Lesson 9 ADD ED - ES - NESS - Y TO I

**CORRECT**  
satisfied  
replied  
applied  
magnified  
envied  
buried  
supplied  
multiplied  
occupied  
qualified  
married

reign  
deceive  
perceive  
deceit  
heir  
eighty  
conceit  
weigh  
sleigh

#### Lesson 10 WORDS ENDING IN - ous

**CORRECT**  
nervous  
jealous  
furious  
serious  
previous  
precious  
gracious  
delicious  
glorious  
suspicious  
victorious  
anxious  
monotonous  
tremendous  
enormous  
perilous  
dangerous  
courteous  
courageous  
various

declare  
descend  
describe  
destroy  
develop  
decide  
decrease  
demolish  
department

#### Lesson 11 WORDS BEGINNING WITH - inter

**CORRECT**  
interstate  
intercom  
intern  
interim  
interested  
interweave  
interrupt  
interfere  
interview  
interior  
interact  
intercede  
intercept  
interval  
interlock  
interlude  
interpret  
internal  
intersect  
interval

enemies  
fairies  
groceries  
pennies  
cities  
happiness  
sleepiness  
weariness  
heaviness

#### Lesson 12 SILENT LETTERS

**CORRECT**  
gingham  
numb  
borough  
depot  
league  
colonel  
rheumatism  
grudge  
sleight  
mortgage  
parfait  
martyr  
yacht  
haughty  
hymn  
often  
gauge  
judgement  
forego  
distracted

## SECTION 7

### Care of the Diskette

The program is produced on a magnetically coated plastic disk placed in a square plastic cover. Handling of the diskette requires care to insure maximum reliable life.

- 1) It should be placed in the storage box when not in use.
- 2) It should be kept at least 9 inches from magnetic fields.
- 3) It should not be exposed to extremes in temperatures.
- 4) It should not be folded or mutilated in any way.

### Warranty

The program is sold "AS IS," without warranty either expressed or implied as to its specific usage or performance. The user, not the manufacturer, distributor or retailer, assumes all cost of any necessary service or repair.

Learning Well™, however, warrants that the medium on which the software program is recorded will be free from defects in material, and faulty workmanship, under normal use, for a period not to exceed six (6) months from date of purchase, and for the following six (6) months with a fee of \$20. This warranty applies to the original purchaser. The original purchaser must fill in the required information and return the enclosed warranty card. Learning Well™ will replace or repair the medium at their option. If Learning Well™ deems that the medium failure resulted from abuse, accident or error in application, then Learning Well™ has no responsibility to replace or repair under the terms of this warranty.

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## **SECTION 8**

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